AMENDMENTS TO THE SPECIFICATION

(1) Please amend the paragraph beginning at page 21, line 1 as follows:

The keepalive packets may be transmitted regardless of whether the mobile communication unit 66 is actively communicating with the server 60 at that time or not. In addition, the mobile communication unit may be configured to transmit at least one keepalive packet just prior to its entering a reduced power [[of]] or sleep mode. This would maximize the amount of time the mobile communication unit 66 could remain in a full sleep mode before the server 60 would begin probing again (using keepalive probes) to determine if the mobile communication unit is still there. Further, the mobile communication unit 66 could also be configured to periodically awaken from its sleep mode to transmit a keepalive packet to the server 60 so as to reset the predetermined period of time allowed before the server 60 ends the connection with this particular mobile communication unit 66. The purpose of the keepalive packet sent from the mobile communication unit 66 may solely or primarily be to reset the predetermined period of time allowed by the server 60 for a given connection. By saying that the keepalive packet is primarily being used to reset the predetermined period of time, it is meant that the keepalive packet may in some cases also be used to perform other dedicated functions by, for example, setting or resetting flag bits in the keepalive packet even though the keepalive packet would still not include any actual data to be transmitted to the server 60.

(2) Please amend the paragraph beginning at page 23, line 13 as follows:

After the destination address field 406, the packet 390 includes the sending sequence # field 408 which is used to keep track of the number of bytes being transferred. The sending sequence # field 408 includes the sending sequence number one less than it should be. For example if the sending sequence number is 150, the sending sequence number sent *via* the keepalive packet 390 will be 149. Server 60 that ~~handle~~ handles TCP/IP [[are]] is configured such that if the server 60 receives a packet 390 with a sequence # less than what is expected, the server 60 will acknowledge the packet 390 as mentioned above.

(3) Please amend the paragraph beginning at page 24, line 22 as follows:

As mentioned above, the keepalive packet 390 will include the source address 404, destination address 406, sending sequence # field 408 and last sequence # received field 410. The sending sequence number equals the last number stored in the stack 430 plus the number of bytes that is currently being transmitted. For example, if there [[is]] are 50 bytes of data being transmitted and this is the first transmission, the stack 430 for packets transmitted by mobile communication unit 66 (MU_1) to the server 60 ($HOST_1$) would be 150 (the random start number (100) plus the number of bytes being transmitted (50)). The $HOST_1$ would update its stack to 150 so as to correspond to the last sequence number plus the number of bytes.

(4) Please amend the paragraph beginning at page 25, line 15 as follows:

It will be appreciated that the mobile communication unit 66 is also capable of ending the connection and/or session. As a result, the mobile communication unit 66 is programmed such that if it is roaming and thus out of range of [[an]] a base station 54, the mobile communication unit 66 will cease sending keepalive packets 390. This is because if the mobile communication unit 66 is out of range and sends a keepalive probe, the destination device (*i.e.*, server 60) will not receive and acknowledge receipt of the keepalive probe. If the mobile communication unit 66 sent out a keepalive probe and acknowledgment is not received, the mobile communication unit 66 may end the current session. Thus, if the mobile communication unit 66 begins to roam, it will stop sending keepalive packets 390.